

Practitioner's Docket No.: 1095_001 CON

PATENT

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re the application of: Louis Paludi

October 17, 2002

Ser. No.: 09/976,431 ✓

Art Unit: 3713

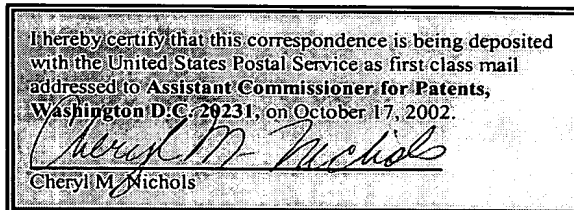
Filed: October 12, 2001

Examiner: Enatsky, Aaron L.

For: GAME UTILIZING NON-IDENTICAL SEQUENTIAL IMAGES AS A WINNING CONDITION ✓

R. Kent
12/17/02
#5/a

Box Amendment
Assistant Commissioner for Patents
Washington, DC 20231



RESPONSE TO OFFICE ACTION

Sir:

Applicant hereby responds to Office Action dated June 18, 2002, for which a response is due September 18, 2002.

Applicant hereby requests a one-month extension of time to respond to the Office Action. A check in the amount of \$55.00 is enclosed. Please charge any underpayment to Deposit Account No. 50-0289.

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In the Claims:

DEC 17 2002

Please amend claims 1, 11, 12, and 22 as follows:

TECHNOLOGY CENTER R3700

1. A method of playing a video game comprising the steps of:

maintaining a library containing a plurality of series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least two images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in time sequence, etc.;

providing an array of frames arranged substantially in a prescribed arrangement;

displaying in a selected frame a selected one of the first time images from said library;

displaying in another selected frame a selected one of the second time images from said library;

establishing as a first winning condition the display in the selected

lbt
C1
A1